

ABSTRACT

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The present invention consists of an apparatus and a method for enabling multiple users to engage iterative-analytical wagers. An aspect of the gaming method comprises the steps of defining a game set consisting of a plurality of information elements; establishing a series of wager selection rules defining the selection of a winning wager based on the plurality of information elements, the wager selection rules including preconditions for a wager drawing end based on a quantitative wager distribution among the information elements, and rules for defining the winning wager or wagers at the end of each wager round receiving and registering one or more wagers from one or more players, whereby the wagers correspond to the plurality of information elements, and the wagers registered define cumulatively a quantitative wager distribution; iteratively processing and analyzing the successive quantitative wager distributions to establish whether the preconditions for the wager drawing end have been achieved, and terminating the wager round where wager selection rules indicate a wager drawing end. The present invention also includes a series of particular methods for implementing the gaming method described above in the context of particular hardware devices that enable wagers to be placed by the plurality of users, and the wagers to be registered and processed by the game administrator. The present invention also includes a series of circuits that implement the methods described herein. [relates to methods and systems for playing games and lottery that involve making bets on information elements from a predetermined game set. This invention essentially involves creating a game set comprising $N > 1$ information elements by creating a set of N non-repetitive information codes in a computer memory and by distributing among the players using communication channels a plurality of signals containing information about the elements of the game set. Each participant makes a bet by selecting one of the elements in the game set. Feedback communication channels are used for transmitting signals for identifying the players and containing information about the bets. The method further involves generating data on the payment of the bets and on the drawing process thereof during the various rounds. The signals comprising information on the bets are recorded in a sequence which remains secret to the players until the round is over and which is used for transmitting them through the feedback communication channels. The drawing of the bets is made according to an iteration analytical method which remains secret to the players until the round is over and which is used for performing a quantitative distribution of the bets according to the elements of the game set. Each iteration is correlated with a sequential signal from the sequence of recorded signals comprising the information code of an element in the game set which is selected by a player as a bet. The method further involves determining the quantity of signals correlated with the information code of each element in the game during a given round, and checking the observation of the bet drawing conditions. If these conditions are respected, the bets can then be drawn.]